```
GFXVertexList
 # numVertices
 # data
 # index
 # mode
 # unique_mode
 # display_list
 # vbo data
 # numlists
 # offsets
 # changed
 + RefreshDisplayList()
 + GFXVertexList()
 + GFXVertexList()
 + GFXVertexList()
 + GFXVertexList()
 + ~GFXVertexList()
 + numTris()
 + numQuads()
 + GetIndex()
 + GetPolyType()
 and 18 more...
 # GetVertex()
 # GetColorVertex()
 # Init()
 # Draw()
 # RenormalizeNormals()
 # GFXVertexList()
 # VtxCopy()
 # ColVtxCopy()
 # ColIndVtxCopy()
 # IndVtxCopy()
  GFXSphereVertexList
# radius
# sphere
+ GFXSphereVertexList()
+ ~GFXSphereVertexList()
+ BeginMutate()
+ EndMutate()
+ BeginDrawState()
+ Draw()
+ EndDrawState()
+ GetPolys()
+ ProceduralModification()
# Draw()
```